

Thank you for purchasing Image Atlasser v1.5!

For any question, please contact us at contact@instoriumgames.com

Here is a fast tutorial about how to use our Image Atlasser!

Create Atlas:

1. *Any texture you wish to be packed must have the flag "Read/Write Enabled" checked*
2. *Drag & Drop the folder (or a texture) where the textures are contained, at the "Import directory" field*
3. *Click "Import Parts"*
4. *To see how your textures are packed, toggle "Atlas preview"*
5. *Click "Export Atlas" and find a preferable location*

Load Atlas:

1. *Check the "Read/Write Enabled" flag of the atlas*
2. *Drag & Drop it at the "Atlas Image" field*
3. *If you wish to read from the text codings drag & drop the text asset at the "Atlas Codings" field and check the "Read from Text" flag*
4. *If you wish to read from the sliced Sprites uncheck the "Read from Text" flag*
5. *Click "Import Atlas to Default"*

Export Parts:

1. *Load an atlas*
2. *Click "Export Parts" and find a preferable location to export the textures*